

Problem:

Classroom environment which plays a crucial factor in motivating the children to learn is missing in many schools. Children face many challenges to engage in learning; the most discouraging of all is not having a role to participate in the process. Children need to be encouraged to speak, to discuss, to express their opinions and to solve problems together. It has become very difficult to teach students lessons in many subjects esp. Science, Social studies and Technology due to the lack of learning tools (apart from the conventional classroom teaching). This leads to student disengagement and discontent which results in frequent absenteeism in schools. In the past, students had to adapt to the teaching styles of their teachers but now there is a need for the education system to modify its delivery process to suit the learning styles of the students.

Solution:

We are providing solution to the above problem through an augmented reality based app named “eduX”.

eduX is an AR based app which perform following tasks:

1. through machine learning models detect mood of the user
2. will filter the content in such a way that the content will contain example and stuff which is same as the detected mood of the user.
3. Display the filtered content to user.

This helps user not feel left out and can relate examples easily with his current mind situation.

Techstack:

1. Machine Learning(Python)
2. ARCore
3. Unity
4. Vuforia